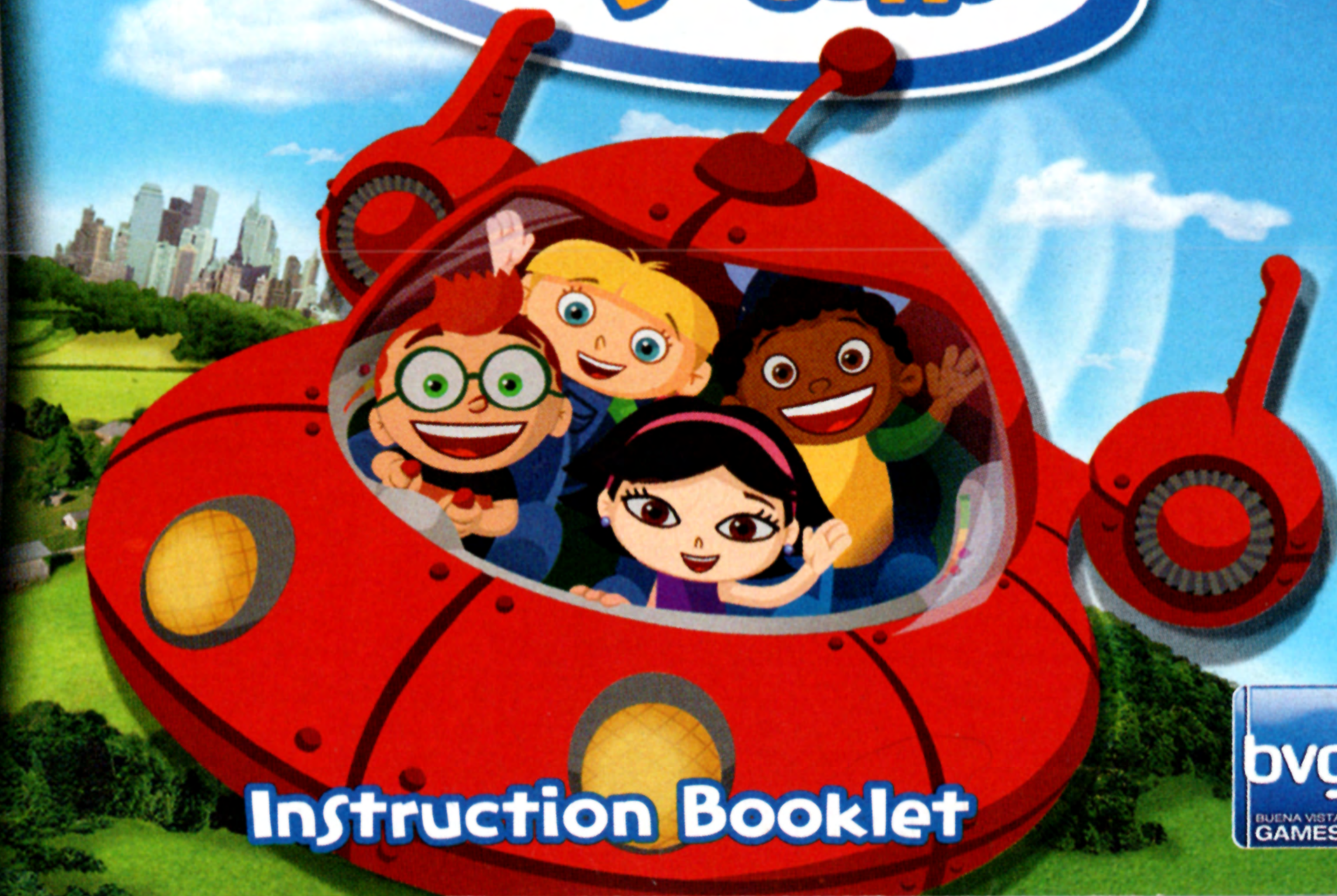


GAMEBOY ADVANCE

AGB-BEIE-USA

Disney's **little
einsteins**™



Instruction Booklet



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)



Table of Contents

Little Einsteins	3
Set-Up	4
Playing the Game	5
Options Menu	6
Game Menu	7
Pause Menu	8
Game End Options	8
Launch Sequence	9
Missions	10
Parents Learning Guide	24
Limited Warranty	33
Customer Support	34



Disney's

little einsteins™



You've got a MISSION!

Climb aboard and prepare for blast off with Disney's Little Einsteins. Join Leo, June, Quincy, Annie, and their musical ship Rocket, as they conduct, dance, sing, and play their way through seven all new song-spanning Missions. Featuring world famous works of art, exciting classical music, and all your favorite Little Einsteins friends, it's an action-packed musical adventure you'll never forget!

Welcome Aboard!



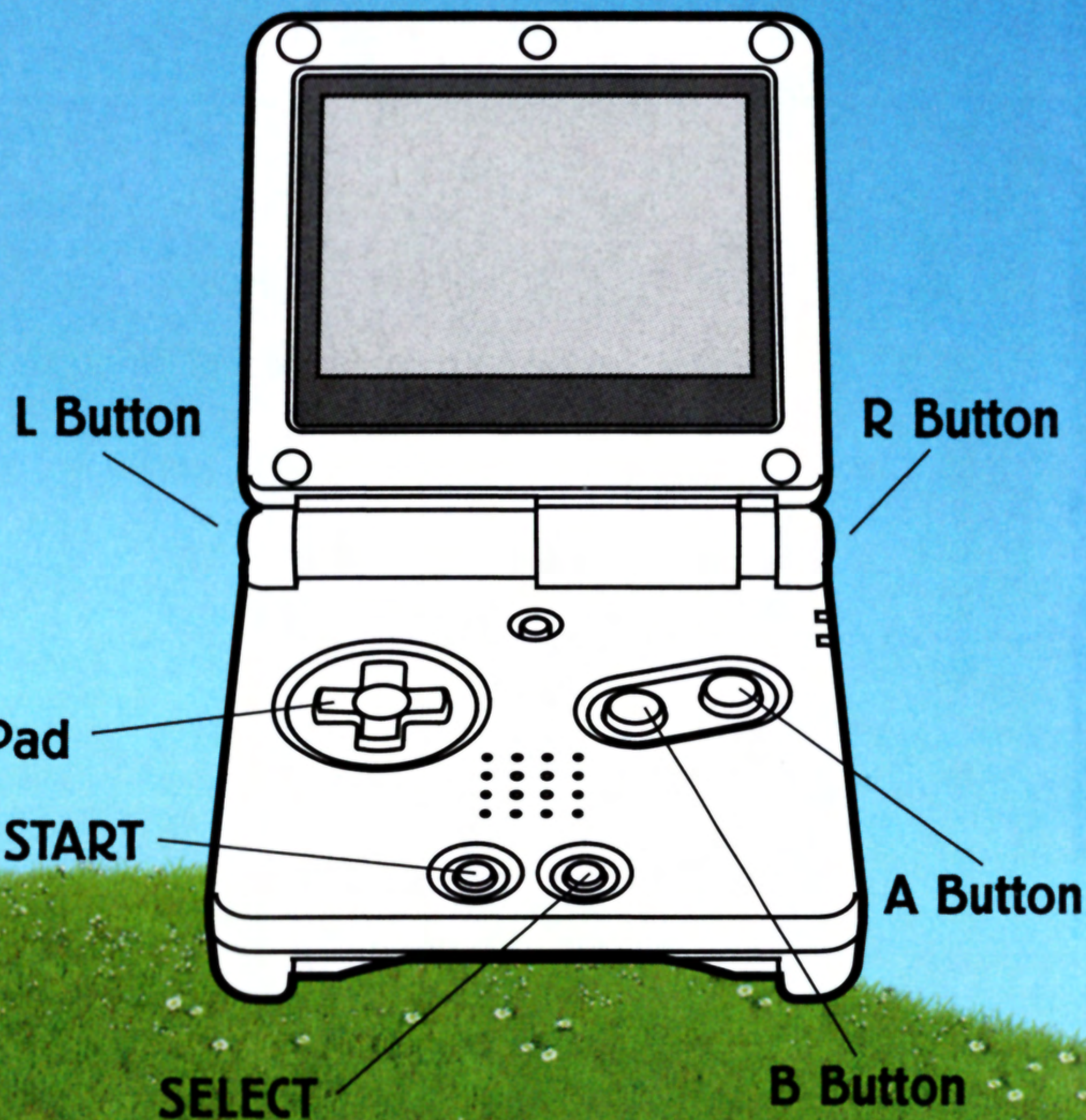
Getting Started

1. Make sure the POWER switch is **OFF**.
2. Insert *Disney's Little Einsteins* Game Pak in the Game Boy[®] Advance slot.
3. Turn the POWER switch **ON**

NOTE: *Disney's Little Einsteins* Game Pak is designed for the Game Boy Advance system.

Title Screen

Press **START** to proceed to the Main Menu.



Playing the Game

Controls

Button	Action
+Control Pad	Move Up/Down/Left/Right
A Button	Jump/Activate/Launch Rocket
START	Pause/Exit Mission

Difficulty Setting

When starting a new game, press the **A Button** to choose from the following difficulty levels:

- **Easy** – Mission games are designed for first time players and younger children.
- **Hard** – Mission games feature added challenges for older children.



Options Menu

To change difficulty settings or view the game credits, press **START**, then use the **+Control Pad** and **A Button** to choose from the following:

- **Difficulty Setting** – Choose Easy or Hard.
- **Credits** – Look here to see the team who helped create this game.
- **Exit** – Return to previous screen.



Choosing a Mission



There are seven thrilling musical missions to choose from. Each one has three different fun-filled games that the Little Einsteins will need your help to complete. Use the **+Control Pad** and **A Button** to select a Mission Painting and prepare for blast off!

Press **START** to access the Start Menu.

Game Menu

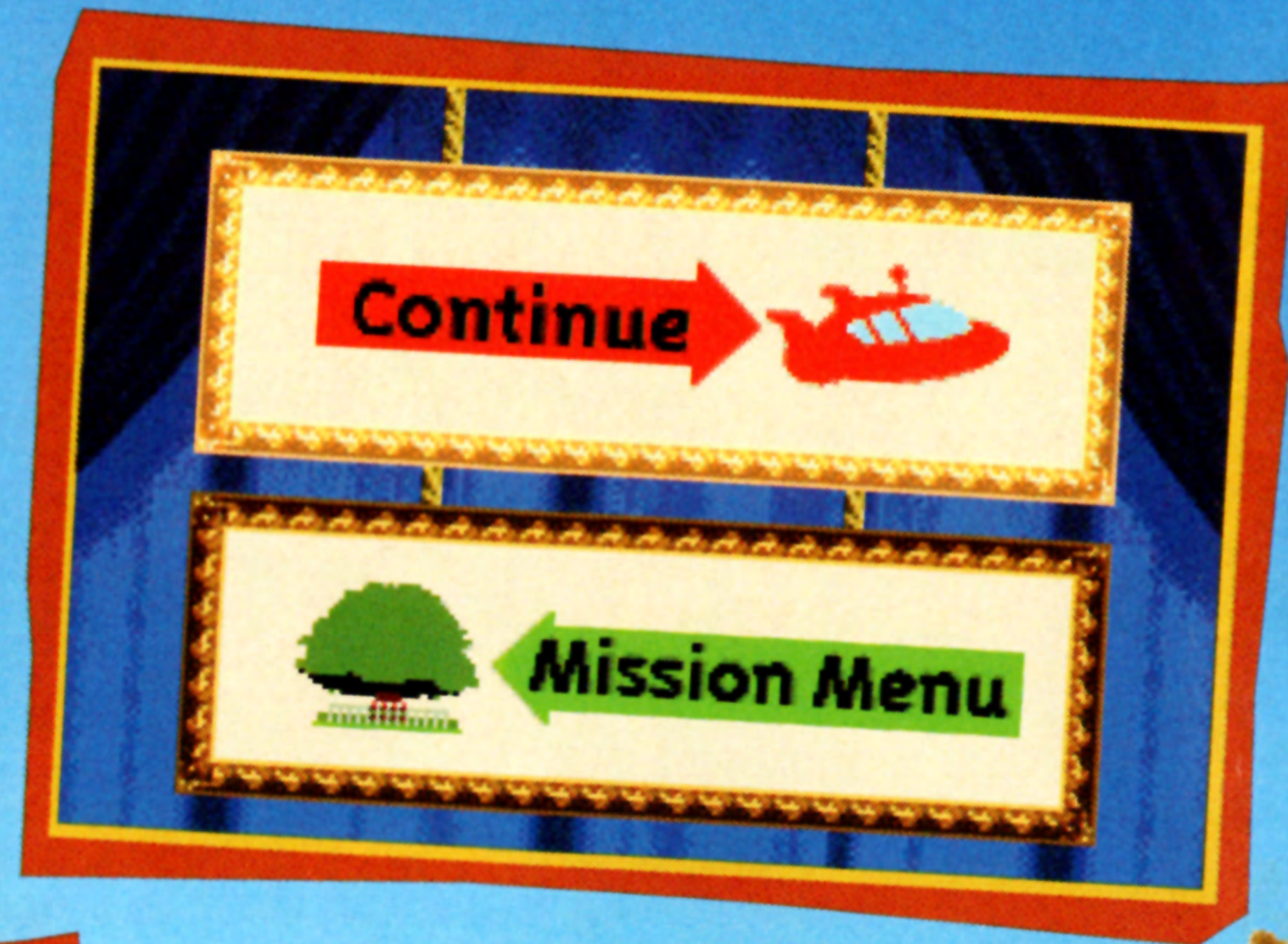
- **Mission Art** – Use the **+Control Pad** and **A Button** to enter a mission painting and play through an entire adventure.
- **Game Icons** – Select an icon to play a single game.
- **Back** – Go back to choose a new mission



Pause Menu

When playing, you can pause the game by pressing **START**. Choose to continue where you left off or go back to the Mission Menu to choose a new mission.

Game End Options



When you finish a game, you can choose to play it again, or keep going to the next game in the mission. Use the **+Control Pad** and the **A Button** to choose!

Launch Sequence

Prepare for blast off! Before you begin each mission, you will need to help Rocket and the Little Einsteins blast off. Watch the prompt and press either the **A Button** or the **+Control Pad** to launch Rocket into the sky.



PAT, PAT, PAT!

Missions

Mission #1:

Call Of The Wild

When Rocket hears a song, the gang needs your help to discover what animal is singing! This Mission features "Exotic Landscape" by Henri Rousseau and "The William Tell Overture" by Gioacchino Rossini!



Game: Misty Mountain Hop

Use Rocket's booster to navigate the tall mountaintops and collect all the notes.

Missions

Game: Find the Singing Animal

Listen carefully to the notes and follow the music staff to find the animal that Rocket hears singing.



Game: Painting

Help the Little Einsteins paint Henri Rousseau's "Exotic Landscape."



Missions



Mission #2:

Bird Choir Practice

The song birds are late for choir practice and the Little Einsteins need your help to find out why. This Mission features "There is the Marae" by Paul Gauguin and "Eine Kleine Nachtmusik" by Wolfgang Amadeus Mozart!

Game: Birdhouse Bop

Oh no! The song birds are still asleep! Help Quincy drum on the birdhouse and wake up the choir.

Go, Go, GO!



Game: Bird Collect

Use Rocket's Clapper Catcher to collect all the song birds and give them a ride to choir practice.



Game: Windy Notes

When the wind blows all the notes off of Leo's sheet music, use Rocket's net to gather them up again.



Missions

Mission #3:

Instrument Island

Leo has found a new song to conduct. Can you help the Little Einsteins find the instruments they need to play it? This Mission features "The Siene at La Grande Jatte" by Georges Seurat and "Nutcracker Suite – March" by Pyotr Ilyich Tchaikovsky!



Game: Instrument Round-Up

Use Rocket's net to scoop up the instruments from the ocean and safely deliver them back to the island.

Missions

Game:

Instrument Blast

It's time to conduct but Leo needs your help. Jump up and play the instruments!



Game:

Nab the Notes

The orchestra is ready but something is missing. Use Rocket's Clapper Catcher to collect all the notes and hear a song.



Missions



Mission #4: Canyon Search

Hidden deep in a canyon is an instrument Quincy wants to play. Rocket and the gang are ready to help him find it but they'll need your help to get there. This Mission features the Cave Paintings of Lascaux and "In the Hall of the Mountain King" by Edvard Grieg.



Game: A Grand Canyon

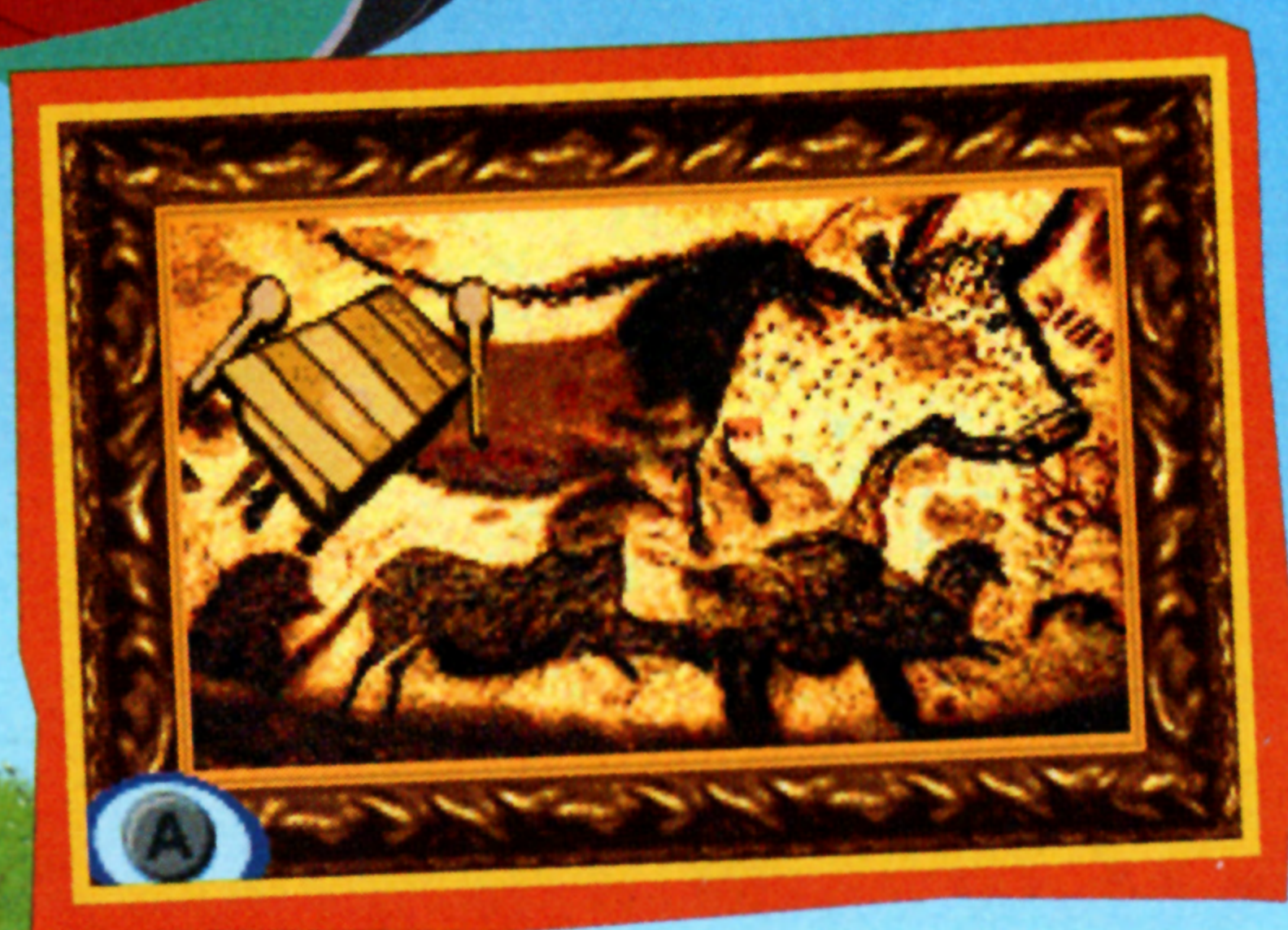
The canyon is wide and its walls are high. Use Rocket's booster to safely get to the other side.



Missions

Game: Instrument Hunt

Quincy hears his instrument inside a cave. Listen to its notes and the follow the music staff to help him find it.



Game: Uncover the Painting

Uncover the Cave Paintings of Lascaux to help the Little Einsteins complete their Mission.

Great Job!

Missions

Mission #5: The Lost Bees

Mrs. Bee is very sad and the gang needs your help to cheer her up. This Mission features "Irises" by Vincent Van Gogh and "Flight of the Bumblebee" by Nikolai Rimsky-Korsakov!



Game: Mrs. Bee's Blues

Rocket has turned into a bee – but only you can guide him through the hive! Follow the music staff to find Mrs. Bee.

Dance, Dance, Dance!

Missions



Game: Flower Dance

When the Little Einsteins learn that Mrs. Bee can't find her family, they volunteer to search a flowerbed. But these flowers haven't bloomed! Help June to dance the flowers open.



Game: Bring Back the Bees

Use Rocket's Clapper Catcher to catch Mrs. Bee's family and return them to the hive.



Missions



Mission #6:

The Painting Puzzle

The Little Einsteins need a new painting for their tree house. Join them on their journey to find one in the forest of paintings. This Mission features “The Starry Night” by Vincent Van Gogh and “Nutcracker Suite – Dance of the Sugar Plum Fairies” by Pyotr Ilyich Tchaikovsky.

Game:

Towering Trees

Some very tall trees are in Rocket's way. Use his booster to clear the treetops and reach the Painting Forest.



Missions

Game: Puzzle Pieces

Lightning has struck the gang's painting and scattered the pieces all over the forest. Use Rocket's net to collect all the pieces.



Game:

New Painting

Help the Little Einsteins put the broken painting back together.



Missions

Mission #7:

Quincy's Birthday

It's Quincy's Birthday and you're invited. Help Rocket and the gang throw him a party he'll never forget. This Mission features "Seascape at Port-en-Bessin" by Georges Seurat and "The Blue Danube" by Johann Sebastian Strauss.



Game: The Singing Sea

Quincy needs a birthday song and the Little Einsteins know just where to find one. Use Rocket's net to collect notes from the Singing Sea.

Missions

Game: Balloon Island

All good parties need balloons. Fly to Balloon Island and use Rocket's Clapper Catcher to collect a whole bunch.

Game: Quincy's Birthday Present

Quincy's friends have hidden his birthday present in the forest. Can you help him find it?



Parents Learning Guide



Little Einsteins takes preschoolers on learning adventures that present them with artistic, musical and environmental experiences.

Learning Overview

Throughout the game, your child will have the opportunity to learn about music, art and nature through application of the following learning concepts:

Learning Concepts

Problem Solving

Addressing Cognitive Challenges

Linking Cause and Effect

Opening to Adventure and Discovery

Participating in Fun, Interactive,
Experiential Learning

Appreciating and Engaging in
Teamwork

Feeling Accomplishment through
Mission Completion



Learning Environment

Music

Art

Nature

Learning About Music

Throughout the game, your child will be exposed to several famous classical music pieces.

Each of the 7 missions features a classical music theme by a famous composer.

Incorporating music into the game missions helps foster music appreciation.



Learning About Music

Each of the 7 missions features its own classical music and composer.

Mission	Music	Composer
1	William Tell Overture	Gioacchino Rossini
2	Eine Kleine Nachtmusik – Allegro	Wolfgang Amadeus Mozart
3	Nutcracker Suite – March	Pyotr Ilyich Tchaikovsky
4	'In the Hall of the Mountain King' (from Peer Gynt Suite)	Edvard Grieg
5	Flight of the Bumblebee	Nikolai Rimsky-Korsakov
6	Nutcracker Suite – Dance of the Sugar Plum Fairy	Pyotr Ilyich Tchaikovsky
7	The Blue Danube	Johann Sebastian Strauss

Learning About Art

Your child will also be exposed to a range of classical artwork throughout the game.

Each of the 7 missions features its own classical artistic masterpiece.

As your child plays each mission, he/she will have the opportunity to increase their awareness of art.



Learning About Art

All 7 missions feature a classic painting by a renowned artist.

Mission	Painting	Artist
1	Exotic Landscape	Henri Rousseau
2	There is the Marae	Paul Gauguin
3	The Siene at La Grande Jatte	Georges Seurat
4	Cave Paintings of Lascaux	Unknown
5	Irises	Vincent Van Gogh
6	The Starry Night	Vincent Van Gogh
7	Seascape at Port-en-Bessin	Georges Seurat

Learning About Nature

Each of the 7 missions and 21 games takes place in the natural world.

As a result, your child will experience the wonders of nature including exploring diverse landscapes and interacting with intriguing animals.



Problem Solving

Each mission begins with the Little Einsteins being tasked to solve a problem. With the help of your child as a participant in problem-solving, Little Einsteins teaches the skill of thinking through from problem to solution.

Cognitive Engagement

The game cognitively engages children with unique animation and sound effects. These interact to engage your child's critical thinking ability and your child's ability to recall specifics and follow a narrative.

Learning Concepts

Cause and Effect

Throughout the game, your child is frequently prompted to execute an action with a clear reaction, allowing them to see the benefits and rewards of their actions.

Adventure and Discovery

Your child will accompany the Little Einsteins as they blast off and complete missions. Along the way, they will discover new environments, animals, music and art.

Fun, Interactive, Experiential Learning

Your child actively engages in the learning adventure by doing and experiencing rather than simply watching or observing.



Learning Concepts

Teamwork

All of the Little Einsteins characters are incorporated into the game, encouraging your child to use teamwork to help solve problems and complete missions. Your child, in effect, becomes a member of the Little Einsteins team.

Mission Completion / Accomplishment

All the games reinforce accomplishment with animations and sound effects to reward your child.



Limited Warranty

Buena Vista Games warrants to the original consumer purchaser of the Game Pak that the medium on which the Game Pak is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Game Pak is sold "as is" without express or implied warranty of any kind, and Buena Vista Games is not responsible for any losses or damages of any kind resulting from use of this Game Pak. If a defect occurs during this ninety (90) day warranty period, Buena Vista Games will either repair or replace, at Buena Vista Games' option, the Game Pak free of charge. In the event that the Game Pak is no longer available, Buena Vista Games may, in its sole discretion, replace the Game Pak with a Game Pak of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Buena Vista Games' reasonable satisfaction, that the product was purchased within the last ninety (90) days. If you need to replace a user-damaged Game Pak, please call the number listed under Telephone Support. There is a \$20.00 fee to replace a user-damaged Game Pak.

Customer Support

Internet Support

To access information about Buena Vista Games on the World Wide Web, point your browser to **www.bvg.com/support**. You may also email a Buena Vista Games Customer Support representative at **handheld.support@buenavistagames.com**.

Games Hints and Tips

Game hints and tips are available on the Buena Vista Games Customer Support website. To access Game Hints and Tips on the World Wide Web, point your browser to **www.bvg.com/support**.

Mailing Address

If you wish to write us, our address is: **Buena Vista Games Customer Support, 500 South Buena Vista Street, Burbank, CA 91521-8139.**

Telephone Support

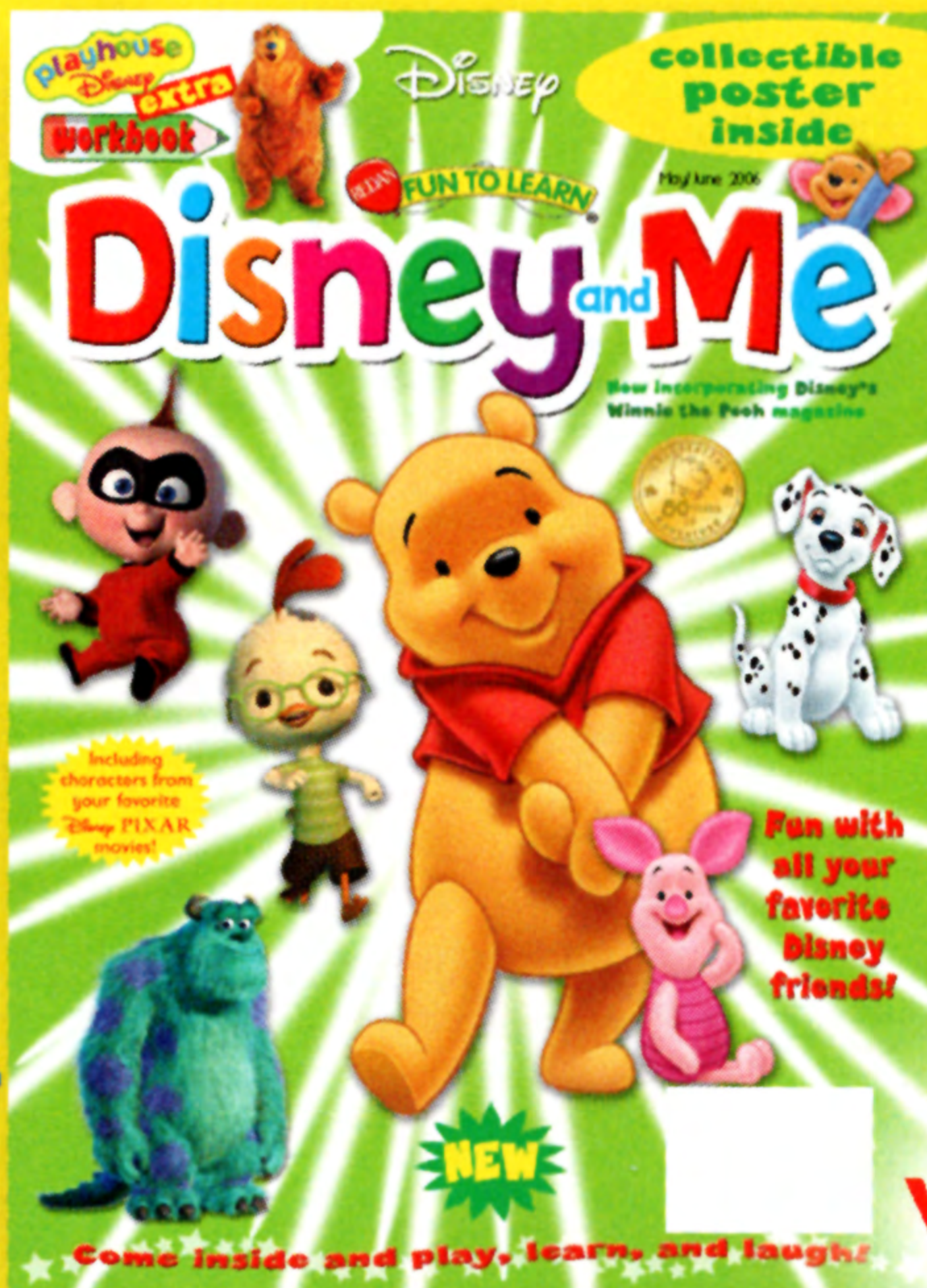
You may contact Buena Vista Games Customer Support at **(888) 817-2962**. If you need additional information, our Customer Support staff for the U.S. and Canada is available Monday through Friday from 8:30 a.m. to 5:30 p.m. (Pacific Time).

TTY/TDD Users

Please contact us by telephone through your local relay service. Customer Support staff for TTY/TDD users is available Monday through Friday 8:30 a.m. to 5:30 p.m. (Pacific Time). Our toll free number is **(888) 817-2962**.

© Disney.

Look no further for early-learning fun!



© Disney

Get together with Pooh and other favorite Disney friends in one jam-packed magazine!

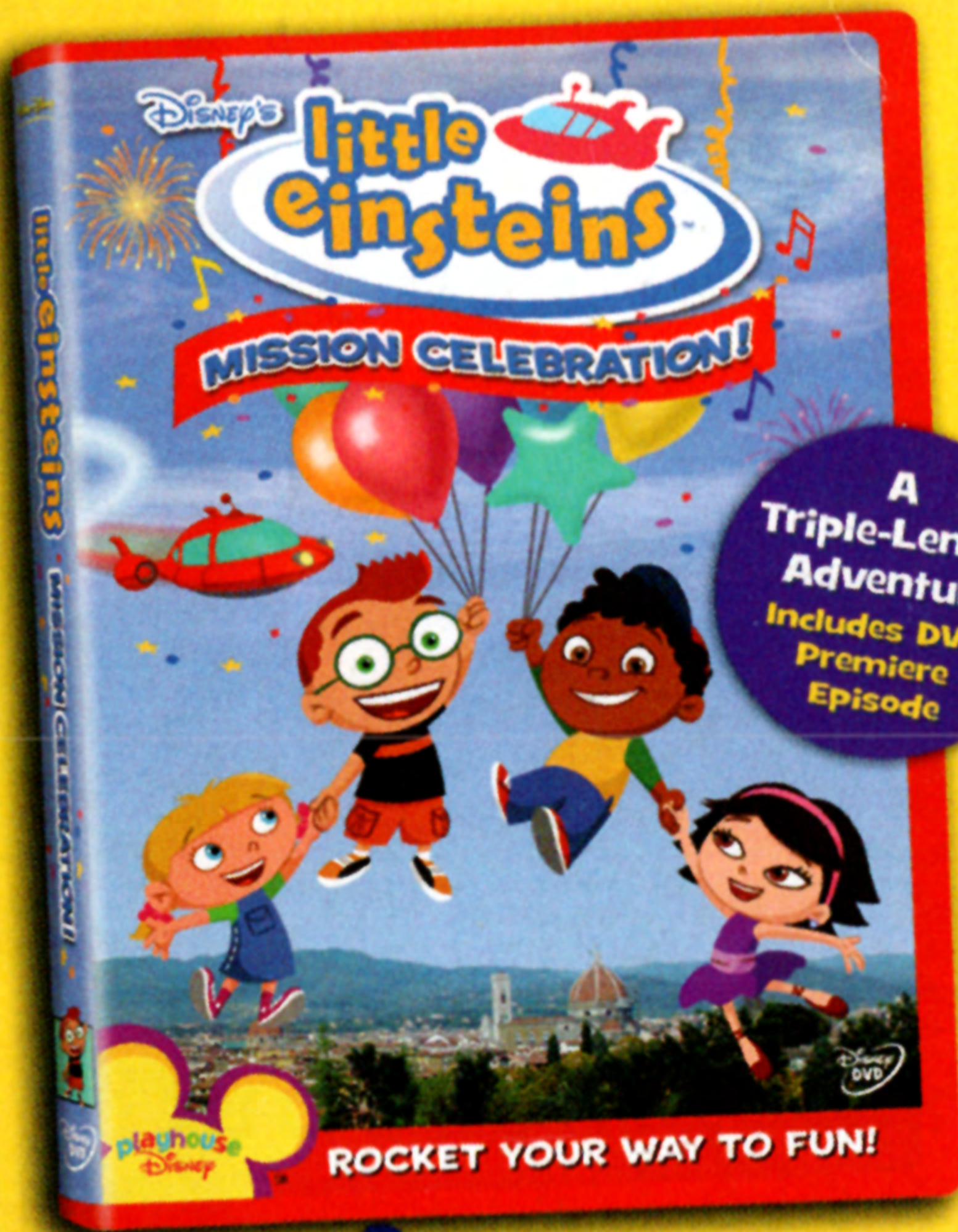
**5 great issues for
ONLY \$19.97
less than 7¢ a day!**

(regular subscription price is \$22.50)

**To order, check out
www.funtolearnmag.com
or call 1-800-444-3412**

**40 great
pages**

Please state magazine name and quote code J6LE2
Canadian orders add an additional charge of US\$8 per subscription.



Calling All Explorers!

Join
The Celebration!
On 
August 22



Visit DisneyDVD.com and PlayhouseDisney.com

Distributed by Buena Vista Home Entertainment, Inc., Burbank, CA 91521. © The Baby Einstein Company, LLC. All Rights Reserved. *Little Einsteins* and the Little Einsteins Logo are trademarks of The Baby Einstein Company, LLC. All Rights Reserved. EINSTEIN and ALBERT EINSTEIN are trademarks of The Hebrew University of Jerusalem. All Rights Reserved. www.albert-einstein.org



Buena Vista Games, Inc. 500 S. Buena Vista St., Burbank, CA 91521 © Disney.

N0432

PRINTED IN U.S.A.